

PTL file data

GENERATE CRYSTAL

Start

Complete

Collect\_crystal x,y

COLLECT CRYSTAL

Start

Move to X,Y

Complete

Crystal\_to\_refinery N

CRYSTAL\_to\_REFINERY

Start

Move to X,Y

Complete

MESSAGES:

Assigned\_collect\_crystal X,Y,N ;x,y of crystal, N unique unit no.

Completed\_collect\_crystal X,Y,N

Assigned\_

Robs Code

Finds task 'collect crystal X,Y'

Finds unit 'N' that can do task.

crystal pos      unit  
Sets up new message "Assigned task collect crystal      X,Y      N "  
set the assigned flag on event 'collect crystal'  
? Flag 'unit assigned' to task 'Z'

Tonys Rtn

Reads message 'assigned task collect crystal X,Y,N'  
Reads P.T.L file  
    Gets 'move to'  
    Assigns new task    'Move to' X,Y for unit 'N'  
    ('Collect crystal' still in task list as assigned but not started)

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PROGRAM LOOPS AROUND UNTIL MAN IN X,Y POSITION  
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Robs Code

    Finds task 'move to X,Y' completed  
Sets up new message    'completed move to X,Y'  
Remove from task list the task    'move to'

Tests current position 'Check block X,Y'      ;always does after task completed.  
Finds task 'collect crystal' (It is assigned but not started so he can allocate it)

Sets up message 'completed collect crystal X,Y,N'  
Sets 'Collect crystal' task to assigned and started, unique unit number.

Tonys  
Reads the message list  
P.T.L of completed 'move to X,Y' does nothing  
P.T.L of 'completed collect crystal X,Y,N'  
    Sets new task 'crystal to refinery' for unit 'N'